

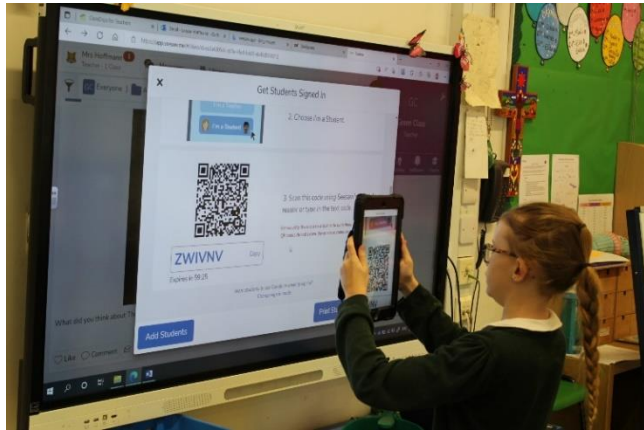


Thurton

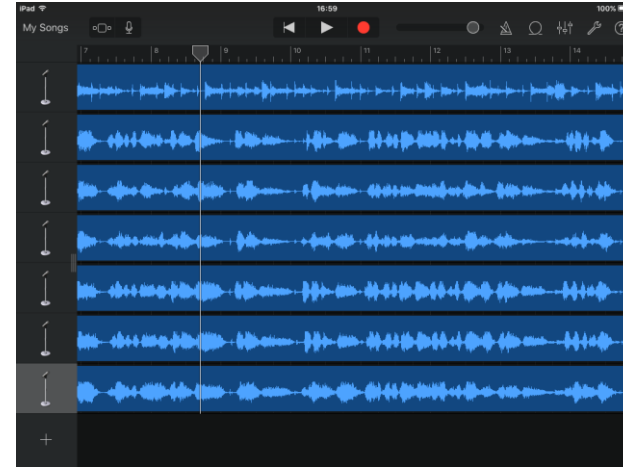
Church of England VC Primary School

Enjoy, Achieve, Believe

COMPUTING



COMPUTING: INTENT



At Thurton C of E Primary School, we recognize that we are living in an increasingly digital age. We want to equip our children with the skills to access technology that is currently available as well as developing the creativity and critical thinking to use technologies that haven't even been invented yet!

It is our aim to ensure that children develop an understanding of how different technologies work and become confident and capable using a wide range of programs and technologies over their time at Thurton. This may look like coding games on KODU, writing out documents on Microsoft Word or editing podcasts on the iPads using GarageBand.

We also aim to use technology to enhance our entire curriculum, making our work more exciting, meaningful and fun!

With a focus throughout the school of promoting positive digital citizenship, children will leave Thurton as digitally literate, conscientious and responsible members of the digital world.

CHARACTERISTICS OF GOOD COMPUTING AT THURTON C OF E PRIMARY SCHOOL

- **CURIOSITY:** Techies will be curious and inquisitive about the variety of technologies they are using, constantly trying new approaches and thinking 'what would happen if...?'

- **PERSISTENCE:** A lot of what we do will be trial and error – testing things until they work like we want! We will need to show persistence and perseverance if we want to succeed!

- **REFLECTIVE:** Not everything we try will always work. We need to be reflective learners, looking back and spotting what's gone wrong and how we can fix and improve our work.



- **RESPECT:** As someone who works in a connected, online world, we need to develop the ability to connect with others in a safe and respectful manner.

- **CREATIVITY:** to be successful at computing, we will need to be creative and think outside-the-box. This may be especially useful for content creating where we want our ideas to stand out!

- **COLLABERATIVE:** it will be useful if we can work well with others – a lot of computing may involve creating something as a pair or group, sharing ideas and creating something that everyone is happy with!



If you enjoy Computing you could become...

A computer/data programmer

A YouTuber

A graphic designer

A website designer

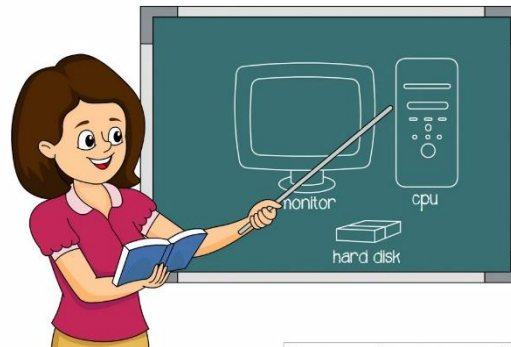
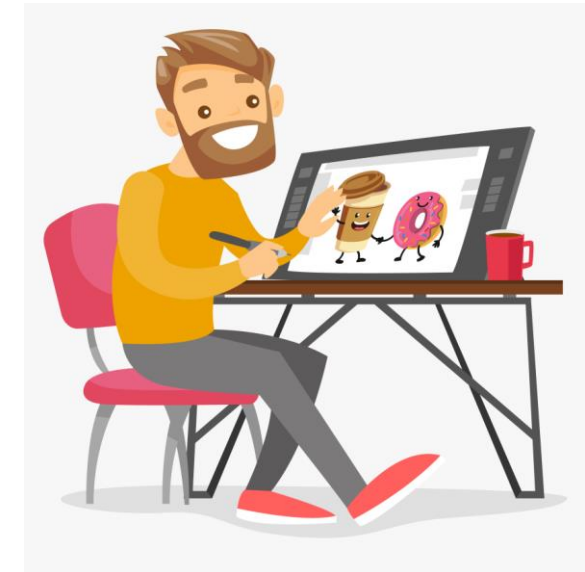
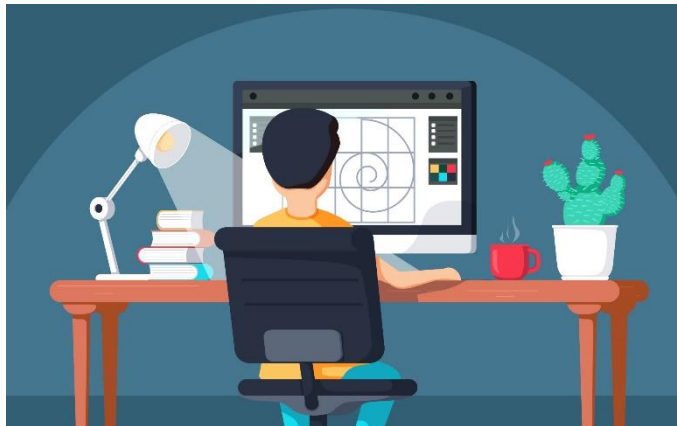
Computer game developer

Cybersecurity

Software engineer

An social media influencer

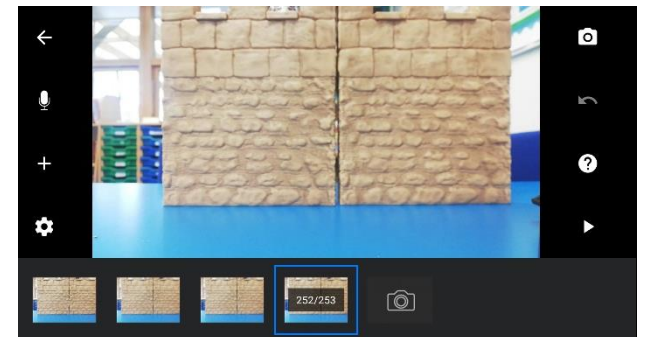
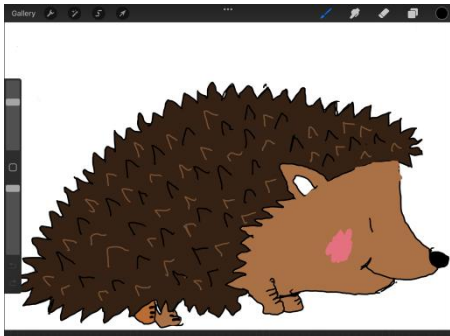
A teacher



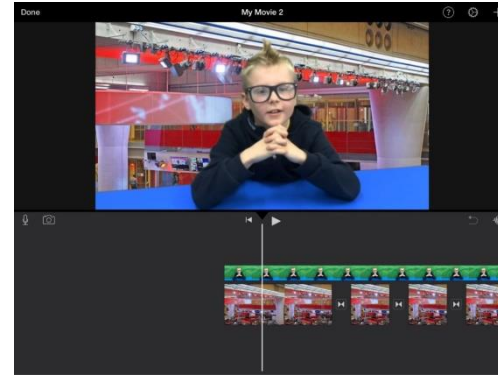
COMPUTING: IMPLEMENTATION

At Thurton C of E Primary School, computing is taught across three strands in order to fully cover the range of skills and knowledge children need to be secure in by the end of their time in our school.

1. **Computer Science** – This strand focuses on the core coding and programming children will need to learn as part of the National Curriculum. Children will learn to problem solve, use logic, create algorithms, spot patterns and more! This strand will always have a tube map as part of our approach to the teaching.
2. **Information Technology** – As part of this strand, children will learn how to enhance their wider learning by using technology. This may look like using Seesaw to share learning in class or recording and presenting information they have learnt in other subjects in a more creative and meaningful way. This strand may appear as part of a wider tube map or have it's own explicit tube map.
3. **Digital Literacy** – The focus of this strand is using technology in every day life, for example, how to search for and interpret information, evaluating it's reliability, credibility and authority. Children will also learn about e-safety and digital citizenship. This may be taught as part of a computing tube map, as part of other curriculum areas or explicitly through RSHE.



COMPUTING: IMPACT



Teachers will have a good understanding of prior and future learning in computing and will, wherever possible, link teaching to what children have learnt before and what they will go on to learn so children know how they are building upon skills learnt in previous years.

Computing topics will also link to the wider class topic so learning is more meaningful and memorable.

Teachers will be explicit on the skills children are using so children are clear on how and why they are completing particular tasks. As children move through the learning journey, they are able to track how well they have performed at each stop through the use of colour coded feedback. At the end of each learning journey, knowledge and skills are reviewed and assessed by the children themselves, peers in the class and the class teacher.

Children will leave Thurton C of E Primary as confident and competent digital citizens with the skills to use technology effectively throughout the rest of their time in education, as well as an enjoyment and passion for using technology in the rest of their lives.